



DEXTER PIT DEVELOPMENT PROJECT
Workshop #1
Thursday, March 15, 2007, 6:00 – 7:30 PM
Parks Office 100 Dexter Ave.

Public Process Overview

History of the Project

- Genesis of the project:

The Queen Anne Plan (6/98 p.80) states the following:

Transfer ownership of the Dexter Pit property to Seattle Parks. Fund a Master Plan and develop. Intent: to ensure adequate parks and open space. Dexter Pit is in City ownership. Surrounded by multifamily housing and elderly, a great opportunity to create exercise area and p-patch plot and paths for walking with pool/habitat at bottom. Action to acquire as diverse and developable and very near elderly.

- The CIP states - This project, part of the 2000 Parks Levy, develops City-owned property into a neighborhood park. The scope of work for this project is to be developed through a community process, working within the budget identified below and other non-levy fund sources that become available. Operations and maintenance costs associated with 2000 Parks Levy projects will be funded out of levy proceeds through 2008.
- The Pro Parks Art Plan - This plan was written for the 2000 Pro Parks Levy that involved design and construction work in about 100 new and existing urban parks throughout Seattle. The background, vision and goals for the art projects are in the plan that can be read at: www.seattle.gov/Arts/publications/publicart/default.asp
The Dexter Pit project is the final project in a group of public art projects outlined in the Plan. When considering site, the Arts Planner considered the status of other projects at meeting objectives in the neighborhood plan. It was determined that other parks in the neighborhood were working to address the requests of the Neighborhood Plan. There was also recognition that this park is in a part of the Queen Anne neighborhood that is evolving into a distinct community and the outreach efforts were more focused on the residents in the immediate area instead of the larger Queen Anne community. The Public Art Plan was review by the Pro Parks Levy Oversight Committee in April 2002 and by the Board of Park Commissioners in May, 2002.

The distinguishing feature of this project is characterized by an artist-led design process. The artist will have the support of a Seattle landscape architecture firm that the artist will help select. The landscape architect firm will be the contractual lead and will be responsible for construction documents and construction administration. There are several goals for this artist-led design project.

- One goal is to create a park that is as both a truly imaginative urban park environment and one that exhibits a complete aesthetic and conceptual approach to the site.
 - Another goal is to have the park present a unique intellectual, emotional, and physical/sensory experience that is meaningful and available to park users.
 - A final goal is to design a park that will truly attract both people who live nearby and members of the larger Seattle community.
- The artist, Andy Cao, was selected by a committee empanelled by the Office of Arts and Cultural Affairs. The artist was provided background material including neighborhood plan recommendations, Parks design standard and review, budget and site conditions.
- Project Web Site <http://www.seattle.gov/parks/proparks/projects/dexterpit.htm>
- Elements open/not open to public comment, and why:
 - Projects are governed by the City's Land Use Code. As a City agency, Parks is required to follow the Code. The Critical Area Ordinance applies to the steep slopes and wetland areas.
 - Parks has many policies, design standards and technical specifications for construction that are in place to ensure safety and durability.
 - Public process conducted on the project to date:
 - This is the first public meeting.
 - Who Parks notified about the meeting and the sources of the list:
 - Parks sent meeting notification to carrier routes within ¼ mile from the site.
 - Parks notified The Queen Anne Community Council.
 - Park provided postcards at the Neighborhood Service Center and posted a notice at the Queen Anne Community Center.
 - Parks sent a press release to Seattle Times, Post Intelligencer and other city newspapers.
 - Meetings are posted on the Project Web site.
 - Milestone and decisions made to date, if any:
 - The Pro Parks Art Plan has been agreed to by Parks and the Office of Arts and Cultural Affairs.
 - The Office of Arts and Cultural Affairs selected Andy Cao to be the artist leading the design of this park.
 - Parks internal review (ProView) and Steering Committee reviewed and approved the design program.

Explanation of how decisions are made.

- How Parks uses input from the public
 - The artist will consider public input as he develops his design for the park.
- What impact that input has on a project
 - The impact will be determined by the artist.
- How “majority” opinions will figure in decisions:

- Because design will be led by the artist, Parks will not be seeking majority opinions.
- In all cases, opinions are advisory to the Parks decision making process that includes internal technical review (ProView and ProView Tech) where Park policies, procedures and standards are considered.
- Additionally, this project will be reviewed by the Public Art Commission that may provide project direction.
- The Board of Park Commissioners will hold a public hearing and make a recommendation to the Parks Superintendent. The Parks Superintendent has the final decision on this project.

Factors that may have an impact on the outcome, including:

- Safety Issues – Safety issues are considered by the consultant, project manager and Parks technical review committees during design.
- Mayoral priorities – None known
- City Council Actions – No Council action is expected.
- Voter approval – Not Applicable
- An existing adopted plan – The *Pro Parks Art Plan* defines this as an artist led project.
- The process that led to the adoption of that plan – The art planner worked with the Public Art Advisory Committee and Parks Board on the development and review of the plan.
- Budget limitations – All costs for design, construction and project management must be paid from project funds. The Pro Parks Levy provides \$745,185 for park development.
- Regional need – Not Applicable

Budget source, and amount, impact on project scope

- The Pro Parks Levy provides \$745,185 for park development. This is a relatively small budget for a large site.

Timelines: upcoming steps in the process, points at which Parks will invite comment

- Parks will hold another meeting in April to share the design as it develops.
- The Public Art Advisory Committee will accept comments at their reviews, tentatively scheduled for April 17.

After the public involvement process is over, Parks will make a decision and proceed to implement it.